

Sprint Retrospective:

Attendees: Joshua Rodrigues, Bryan Diaz, Marcus Ragoobar, Hossam Keddees

Start time: <10:30 pm>

End time: <11:00 pm>

What went wrong?

- Did we do a good job estimating our team's velocity?
 - Yes we were able to correctly estimate the velocity of our team
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we were able to effectively estimate the time required for each user story.
- Did each team member work as scheduled?
 - Yes, each member worked on time, as well as met at the scheduled times

What went right?

- We successfully met with the product owner to discuss the project in more detail
- We were able to brainstorm Ideas for the game
- We were able to implement event log system, notebook ui and sprites for the game. We also combined the dialogue and overworld systems

How to address the issues in the next sprint?

- How to improve the process?
 - We managed to fix the tech problem at hand and finished with exams for this sprint, so our velocity should go back to normal.

How to improve the product?

- Come to a unified agreement regarding development goals, as well as continuing to follow up with the product owner to ensure we have her approval and guidance.